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KNOWLEDGE REVOLUTION ANNOUNCE WINDOWS VERSION OF INTERACTIVE PHYSICS II;
Award-Winning Software Now Completely Cross Platform

Knowledge Revolution today announced "Interactive Physics for Windows," a Microsoft Windows version of Knowledge Revolutions award-winning Macintosh based "Interactive Physics II" program. The Windows version, available September 15th, meets the growing need for cross-platform educational software.

"The educational market is rapidly adopting the Windows operating system," stated Gregory Baszucki, vice president of marketing for Knowledge Revolution. "Most schools have a mixed set of computers. They need educational software that looks and runs the same on different computers. To meet this need we developed our Windows version of "Interactive Physics II."

"We have both Macs and PCs in our school," stated Ray Smith, Science Educator, Seattle, WA. "I used to have to worry about the type of computer I was running. With the Windows version of "Interactive Physics II," I can use any computer on hand. The interface is the same for both the Mac and the PC, so my students spend their time learning, not figuring out how to use the software. I can even use files interchangeably from one type of machine to another."

"Interactive Physics II" mimics the motion of real objects by applying physical laws. The software calculates the interaction of forces on an object, animates the results, and provides data readouts of the experiment. This provides a learning environment where students can bring theories and concepts to life, and gain immediate feedback to their questions.

PRICING AND AVAILABILITY

"Interactive Physics II for Windows" will be available in September 1993 from Knowledge Revolution and computer resellers worldwide for a suggested retail price of \$399 (U.S.). Site licenses will be available for educational institutions.